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KIDS

**9**

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COVER B

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# THE INCREDIBLES



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#### PREVIOUSLY, IN THE INCREDIBLES...

Helen Parr, aka MRS. INCREDIBLE, has been enlisted by Agent Rick Dicker to track down a threat from the past...the arch-villain Xerek, who has returned in grand fashion, apparently destroying France's famed Eiffel Tower! Meanwhile, VIOLET had started an after-school job working for DOC SUNBRIGHT, and MR. INCREDIBLE, with the reluctant aid of pal FROZONE, has begun secretly training DASH in advanced crimefighting techniques without consulting his wife Helen. The training is cut short, however, as the trio is called to investigate a break-in at Doc Sunbright's lab! Helen, meanwhile, has secrets of her own, as she tells Bob she is visiting her parents when in reality she is dashing halfway across the globe with MIRAGE to track down Xerek...who she reveals was her boyfriend before meeting Bob! She and Mirage exchange bitter words, but their argument is cut short as thirty deadly missiles bear down on their plane...

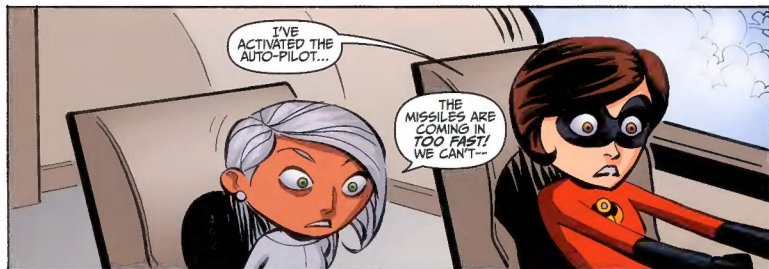


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MOMENTS EARLIER.











**SPLASH!**

A submarine is shown crashing into the water, creating a large splash. A large, dark, shadowy figure looms in the upper right corner of the panel.



**THOOM!**

A jet is flying through the sky, leaving a trail of smoke and fire. Several explosions are visible along its path.

**THOOM!**

**THOOM!**

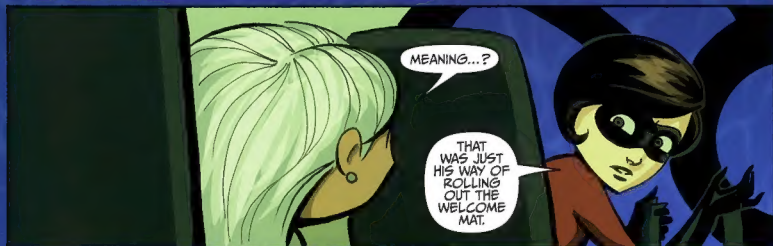


**SKA-RAKA-THOOM!**

A massive explosion is shown in the sky, with a large, bright orange and yellow fireball. Several smaller explosions are visible along the path leading to the main explosion.

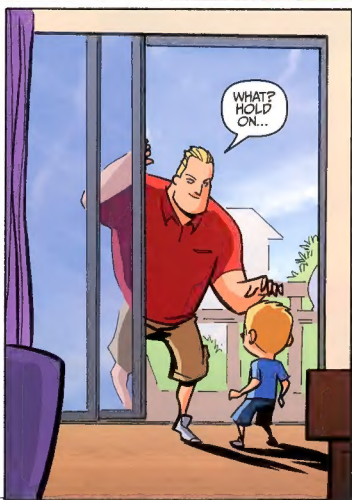
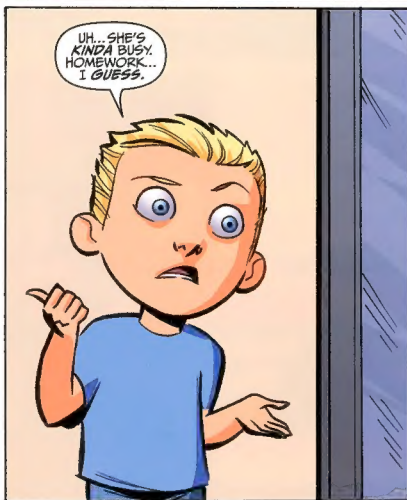
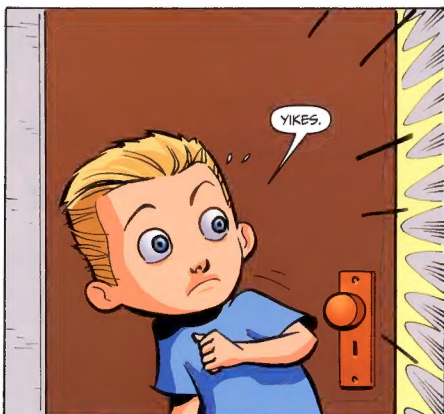
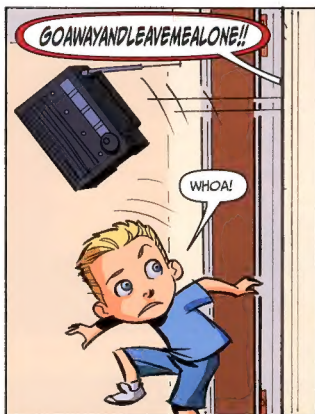


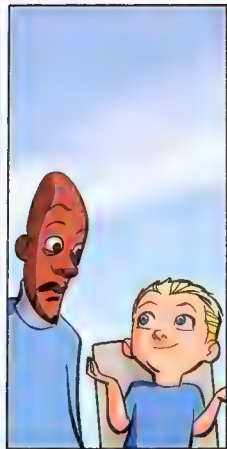
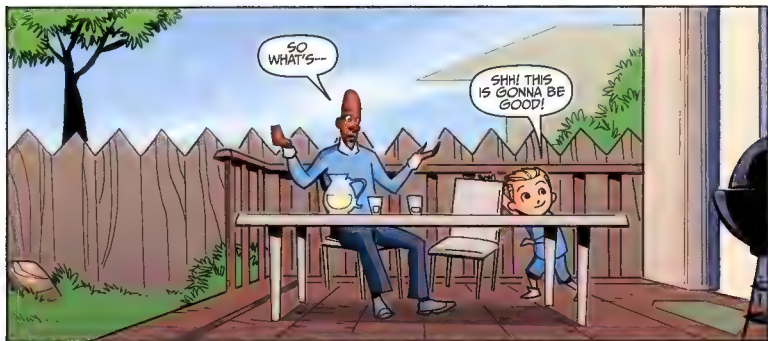




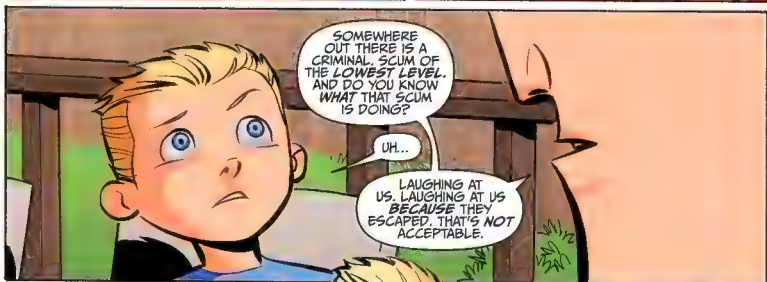
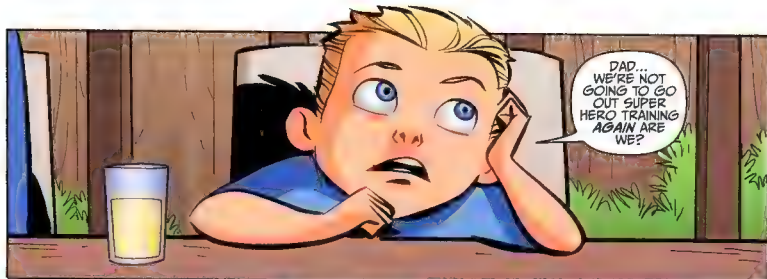












MEANWHILE, OFF  
THE COAST OF  
FRANCE.

SO  
THIS IS  
IT?

ACCORDING  
TO MY SOURCES,  
YES. OUR CONTACT  
SHOULD BE WAITING  
FOR US INSIDE.

RIGHT.

WHAT  
ARE YOU  
DOING?

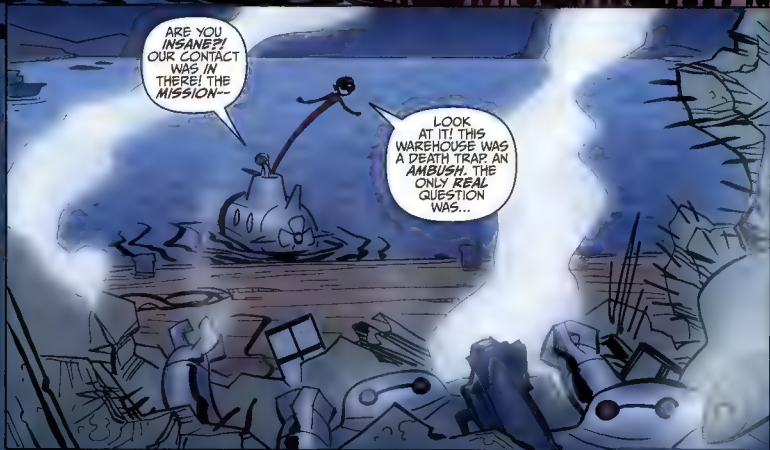
LOOK, IT'S  
NOT THAT I  
DON'T TRUST  
YOU...

**BEEP!**

**WEE-CHUNK!**

**FOOM!**

**FOOM!**





OH, LET'S SEE; YOU HAVE A HISTORY OF TRYING TO KILL ME AND MY FAMILY. YOU'RE **KNOWN** TO WORK WITH SUPER VILLAINS, AND SOMEONE **OBVIOUSLY** KNOWS WE'RE COMING.

THE EUROPEAN CONTACTS... THIS IS **YOUR CONTRIBUTION** TO THE MISSION. AND LOOK HOW **THAT'S** WORKING OUT.

ADD IT ALL UP...

WHATEVER. IF YOU **REALLY** THOUGHT I WAS INVOLVED, YOU **WOULDN'T** JUST BE TALKING TO ME. AM I **RIGHT**?

SIGH.

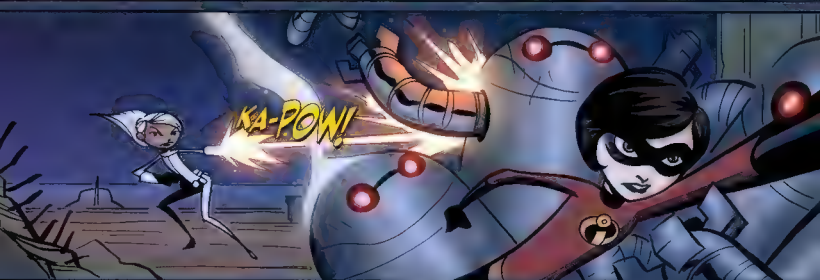
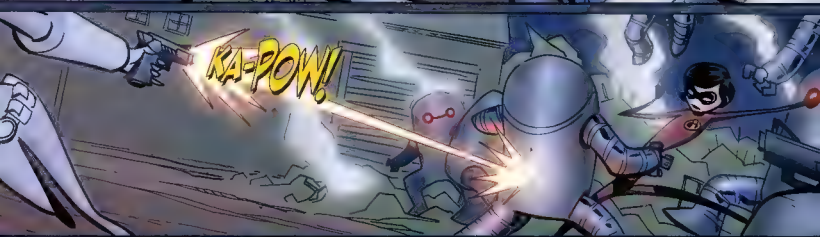
I SUPPOSE. TRUTH IS, I'D **PREFER** IT WAS YOU **BEHIND** ALL OF THIS. IT **WOULD** MAKE THINGS **MUCH EASIER**.

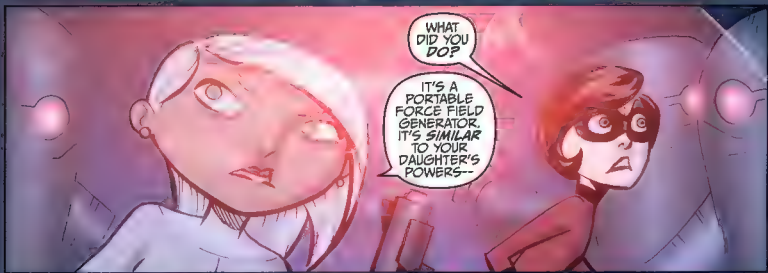
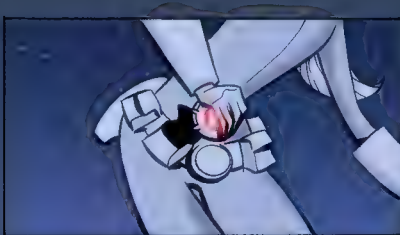
WHY'S THAT?

BECAUSE THEN YOU COULD **CALL OFF** THE **ARMADA OF SKY SOLDIERS** DESCENDING ON US.

AH.

I CAN SEE HOW THAT MIGHT BE **PREFERABLE**. PARTICULARLY FOR **ME**.









IS THIS  
FORCE FIELD  
PORTABLE?

NO.



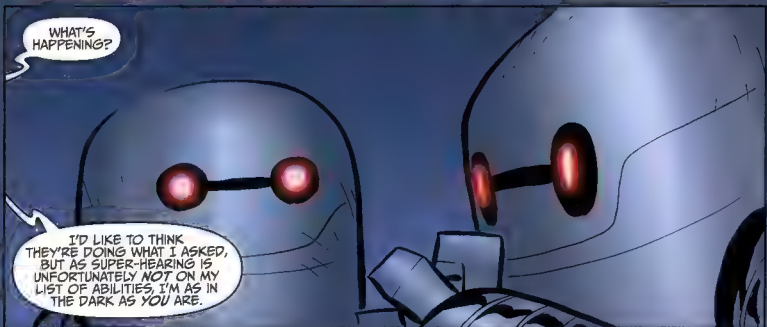
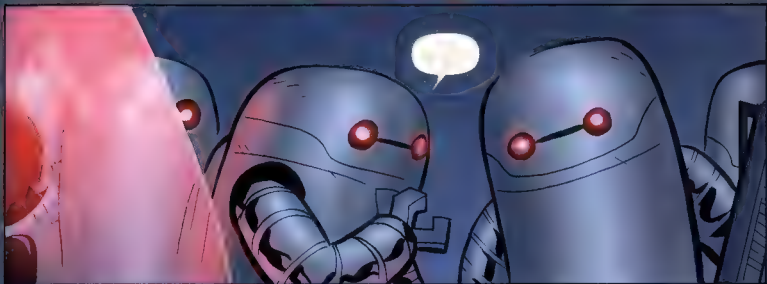
AND HOW  
LONG WILL  
THE BATTERY  
LAST?

UM...  
ABOUT... 10  
MINUTES...



SO YOU  
SEE THE  
PROBLEM  
THEN.

HUNH.







MEANWHILE...

AGAIN! THEY  
GOT AWAY  
AGAIN!

TO BE  
FAIR, THEY SEEM  
TO HAVE TAKEN  
VERY LITTLE THIS  
TIME.

THAT'S NOT  
THE POINT! *HOW*  
DID THEY GET AWAY?  
LUCIUS, YOU WERE  
FIRST ON THE  
SCENE, WHAT  
HAPPENED?

LIKE I ALREADY  
SAID, THE PLACE  
WAS *EMPTY* WHEN  
I GOT HERE, JUST  
AN OPEN WINDOW  
AND AN ALARM.  
THAT'S IT.

BUT--

IN FACT, I'M  
NOT SURE WHAT  
THEY TOOK.  
EVERYTHING SEEMS  
TO BE IN PLACE.  
MAYBE EVEN  
*CLEANER* THAN  
WHEN I LOCKED  
UP.



HEY, DAD! I  
THINK I FOUND  
A CLUE!

HUNH?



NO, SON...  
I THINK THIS IS  
VIOLET'S.



OH, YES. SHE WAS  
WORKING HERE AGAIN  
AFTER SCHOOL. I  
MUST SAY, SHE'S BEEN  
AN EXCELLENT  
ASSISTANT!

YEAH,  
WELL...



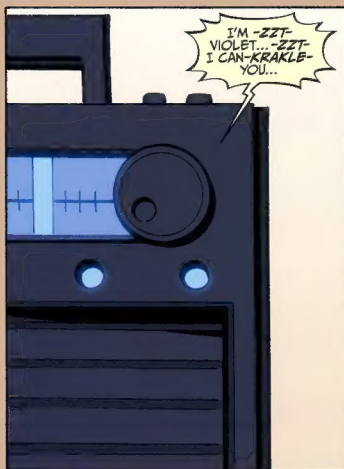
...NONE OF  
THIS HELPS BRING  
THIS LOWLIFE TO  
JUSTICE. THEY'RE  
OUT THERE,  
MOCKING US.

I HIGHLY DOUBT  
THEY'RE SITTING  
AROUND TWIRLING  
THEIR MUSTACHES AND  
LAUGHING ABOUT HOW  
THEY PUT ONE OVER  
ON US, BOB. THEY  
BARELY EVEN TOOK  
ANYTHING.

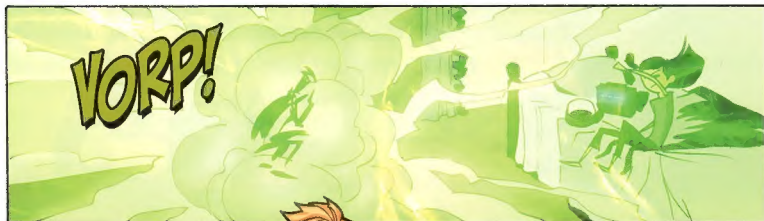
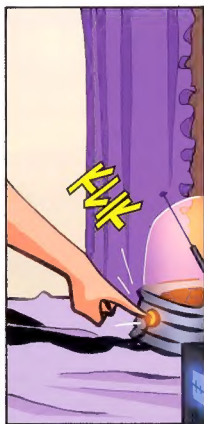
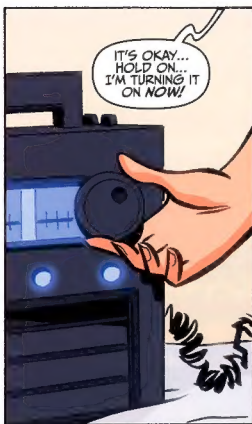


THAT JUST  
MAKES IT WORSE.  
THIS WASN'T A  
CRIME. THEY JUST  
PULLED THIS ONE TO  
SHOW OFF. TO  
PROVE WE CAN'T  
CATCH THEM.

"THEY'RE FREE. AND  
WHO KNOWS WHAT  
EVIL THEY'RE  
PLANNING NEXT."







**TO BE CONTINUED!**

## MANIFEST DESTINY

It's funny how things work out sometimes.

Although I was a teenager when the Disney Afternoon programming block debuted in September of 1990, I was all in. DUCKTALES was the coolest cartoon going at that time, bringing a loose version of Carl Barks' Uncle Scrooge stories to the small screen. I'd sit next to my younger brother Josh, and we'd watch the adventures of Scrooge McDuck unfold, along with DISNEY'S ADVENTURES OF THE GUMMI BEARS, CHIP & DALE'S RESCUE RANGERS and TALESPIR. In our minds, a programming block couldn't get any more fun.

Then in 1991, we were introduced to DARKWING DUCK.

The brainchild of Tad Stones, DARKWING DUCK was a spin-off of DUCKTALES and was unlike almost any Disney project that preceded it. A genre parody, it focused on action and adventure, and featured Drake Mallard as the self-styled "Terror That Flaps In The Night". With sidekick Launchpad McQuack and adopted daughter Gosalyn

along for the ride, the show was a mash-up of superheroes, pulp adventure and spy fiction.

My brother and I were hooked instantly.

An aspiring artist at the time, I doodled Darkwing relentlessly. I bought pretty much any piece of merchandise Disney slapped him on to. (I even still have a sealed box of DARKWING DUCK valentines.) Even though I was still technically a kid, I swore to myself that someday... SOMEDAY... I would work on a Darkwing Duck project in some form or another.

Flash forward to June 2009. On my first day as BOOM Kids! Disney/PIXAR editor, one of the first questions I asked was "So when can we do a DARKWING DUCK series?"

Now, in June 2010, exactly one year later... the first issue of that book will be on the shelves. And in that same month, we'll be launching a DUCKTALES arc in the pages of UNCLE SCROOGE #392. The Disney Afternoon is back, just in time to celebrate its 20th anniversary.

So if you love Uncle Scrooge and Darkwing Duck as much as I do (and if you're reading this, it's a safe bet you do), then call your local comic shop and tell them to reserve you a copy (or two!) of UNCLE SCROOGE #392 and DARKWING DUCK #1!

The Disney Afternoon is back! My inner child could not be more excited!

- Aaron Sparrow, Editor

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## WRITER OF THE MONTH: IAN BRILL

*So how did the DARKWING DUCK book come about?*

Editor Aaron Sparrow and I were having conversations about our favorite Disney characters and pretty soon Darkwing came up. We started thinking of what you could do with the character and felt pretty confident we could craft a story worth telling. Things snowballed from there and I'm honored to have the power of the mighty BOOM! machine behind this book.

*DARKWING DUCK has been out of syndication for over ten years. Do you think it's a property kids who may not have seen the show can still respond to?*

Hopefully they'll see this character on the cover that's Donald Duck-meets-Batman, get interested and enjoy the book. It won't talk down or pander to them, it'll just promise and deliver a fun ride. I don't worry about the demographics of the audience, I worry about hitting those primal feelings that make a story meaningful: adventure, a sense of family, a desire for justice to be done. Hopefully if I get those ideas across, well, people will be on board, no matter what age.

*What do you see as the core elements of the character?*

I think the central dynamic of the show is Darkwing depending on Launchpad and

Gosalyn. He depends on them to temper his ego. Darkwing's genuinely dedicated to justice but he rarely questions himself. Gosalyn and Launchpad, in their own respective ways, bring him back down to Earth. At the same time, Launchpad needs Darkwing to give his life the sense of purpose he wants and Gosalyn needs Darkwing to keep her in line, since she's a pretty rambunctious kid.

In THE DUCK KNIGHT RETURNS, we find that dynamic broken. Drake Mallard has given up being Darkwing to get a job in a cubicle. He and Launchpad are not speaking to each other. Gosalyn's in a school that's suffocating her. There are lots of external adversaries that challenge this new status quo and remind our three heroes how important they are to each other.

*Is it safe to assume we'll be seeing Darkwing's rogues gallery in action?*

There are a ton of villains in these four issues, too. Darkwing has such a great rogues gallery, I couldn't pick just one. By the time you get to the end of the first issue you'll see four, and then there are only



going to be more as the series progresses. All the villains' lives have been changed, too. There have been big changes in St. Canard and everyone's dealing with them in their own way. This series has the familiar characters you want but given new situations that we hope give a sense of vitality to the stories.

- Ian Brill